<u>IN THE CLAIMS</u>

Please amend the claims as follows:

Claims 1-25 (Canceled).

Claim 26 (Currently Amended): An agent system for processing information by an

agent having agent state data, the agent system as an original agent system being connected to

a different type agent system through a network, comprising:

a wrapper class memory configured to store component data of wrappers

corresponding to each type of other agent systems, the wrappers being for processing

information in a corresponding agent system;

a movement request detector configured to detect a request for the agent to move to

the different type agent system from the agent state data; <u>and</u>

a wrapper generator<u>, in response to the request,</u> configured to generate a wrapper ~~in~~

~~response to the request, said wrapper~~ corresponding to a type of the different type agent

system based on the component data of the type stored in said wrapper class memory~~; and~~

~~an external communication unit including an agent activation unit, configured to~~

~~communicate with the different type agent system,~~

wherein, the wrapper generates a wrapped agent based on a component of the wrapper

~~in,~~ <u>and sends the wrapped agent to</u> the different type agent system ~~and supplies~~, <u>the wrapped</u>

<u>agent having</u> the agent state data ~~to the wrapped agent through said external communication~~

~~unit,~~

~~said agent activation unit activates the wrapped agent in the different type agent~~

~~system,~~

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the wrapped agent executes the agent state data to use resources in the different type

agent system, and <u>returns the agent state data based on an execution result to the agent in the</u>

<u>original agent system,</u>

the agent continually executes the agent state data based on the execution result ~~of the~~

~~wrapped agent~~ in the original agent system.

Claim 27 (Previously Presented): The agent system according to claim 26, further

comprising:

a same type node data memory configured to store node data representing nodes

included in agent systems of the same type as the original agent system and other

agent systems of different type discriminately;

a different type node data memory configured to store access data for each node

included in the other agent systems; and

a correspondence table configured to store correspondence data between each

category of movement commands and each type of the other agent systems.

Claim 28 (Previously Presented): The agent system according to claim 27, wherein

said movement request detector detects a movement command to move to other node from a

script of the agent state data, decides whether the other node is included in the other agent

systems of different type by referring to said same type node data memory, and extracts a

type of other agent system corresponding to the movement command by referring to said

correspondence table if the other node is included in the other agent systems of different type.

Claim 29 (Previously Presented): The agent system according to claim 28, further

comprising:

a retrieval unit configured to retrieve the component data of a wrapper corresponding

to the type of other agent system extracted by said movement request detector from said

wrapper class memory,

wherein said wrapper generator extracts the access data for the other node as a

movement destination node from said different type node data memory after generating the

wrapper, supplies the access data to the wrapper.

Claim 30 (Previously Presented): The agent system according to claim 29, wherein

the wrapper comprises:

a different type movement memory configured to store movement data of the agent

between the different type agent system and another agent system; and

a movement source return memory configured to store return data of the agent from

the different type agent system to the original agent system.

Claim 31 (Currently Amended): The agent system according to claim 30,

wherein the wrapper supplies the movement data and the return data to the wrapped

agent in the different type agent system through said an external communication unit.

Claim 32 (Previously Presented): The agent system according to claim 31, wherein

the wrapped agent comprises:

an agent state memory configured to store the agent state data including the script;

a movement unit configured to store the movement data;

a return unit configured to store the return data; and

a controller configured to execute action of the wrapped agent according to the data

stored in said agent state memory, said movement unit and said return unit.

Claim 33 (Previously Presented): The agent system according to claim 32, wherein, if the action of the wrapped agent fails in the different type agent system, said return unit indicates the agent in the original agent system to execute the same action.

Claim 34 (Previously Presented): The agent system according to claim 32, wherein, if a movement command to a movement source node is detected from the script of the agent state data, said return unit returns a function of the wrapped agent to the agent of the movement source node in the original agent system.

Claim 35 (Currently Amended): A method for processing information by an agent having agent state data, the agent system as an original agent system being connected to a different type agent system ~~by an external communication unit~~ through a network, comprising:

storing component data of wrappers corresponding to each type of other agent systems, the wrappers being for processing information in a corresponding agent system;

detecting a request for the agent to move to the different type agent system from the agent state data;

generating a wrapper corresponding to a type of the different type agent system based on the stored component data of the type in response to the request;

generating a wrapped agent based on a component of the wrapper ~~in the different type agent system through said external communication unit~~, the wrapped agent having the agent state data;

sending the wrapped agent to the different type agent system;

~~supplying the agent state data to the wrapped agent through said external communication unit;~~

~~activating the wrapped agent in the different type agent system through said external communication unit;~~

<u>in the wrapped agent,</u>

executing the agent state data in the wrapped agent to use resources in the different type agent system[[;]]<u>, and</u>

<u>returning the agent state data based on an execution result to the agent in the original agent system; and</u>

<u>in the agent,</u>

continually executing the agent state data in the agent based on the execution result of the wrapped agent in the original agent system.

Claim 36 (Previously Presented): The method according to claim 35, further comprising:

discriminately storing node data representing nodes included in agent systems of the same type as the original agent system and other agent systems of different type;

storing access data for each node included in the other agent systems; and

storing correspondence data between each category of movement commands and each type of the other agent systems.

Claim 37 (Previously Presented): The method according to claim 36, further comprising:

detecting a movement command to move to other node from a script of the agent state data;

deciding whether the other node is included in the other agent systems of different type by referring to the stored node data; and

extracting a type of other agent system corresponding to the movement command by referring to the stored correspondence data if the other node is included in the other agent systems of different type.

Claim 38 (Previously Presented): The method according to claim 37, further comprising:

retrieving component data of a wrapper corresponding to the type of other agent system from the stored component data;

extracting access data for the other node as a movement destination node from the stored access data after generating the wrapper; and

supplying the access data to the wrapper.

Claim 39 (Previously Presented): The method according to claim 38, further comprising:

storing movement data of the agent between the different type agent system and another agent system in the wrapper; and

storing return data of the agent from the different type agent system to the original agent system in the wrapper.

Claim 40 (Currently Amended): The method according to claim 39,

in the wrapper, further comprising:

supplying the movement data and the return data in the wrapper to the wrapped agent in the different type agent system through said an external communication unit.

Claim 41 (Previously Presented): The method according to claim 40, further comprising:

storing the agent state data including the script in the wrapped agent;

storing the movement data in the wrapped agent;

storing the return data in the wrapped agent; and

executing action of the wrapped agent according to the stored data.

Claim 42 (Previously Presented): The method according to claim 41, further comprising:

indicating the agent in the original agent system to execute the same action, if the action of the wrapped agent fails in the different type agent system.

Claim 43 (Previously Presented): The method according to claim 41, further comprising:

returning a function of the wrapped agent to the agent of the movement source node in the original agent system, if a movement command to a movement source node is detected from the script of the agent state data.

Claim 44 (Currently Amended): A computer program product, comprising:

a computer readable program code embodied in said product for causing a computer to process information by an agent having agent state data, the agent system as an original agent system being connected to a different type agent system by an external communication unit-through a network, said computer readable program code comprising:

a first program code to store component data of wrappers corresponding to each type

of other agent systems, the wrappers being for processing information in a corresponding

agent system;

a second program code to detect a request for the agent to move to the different type

agent system from the agent state data;

a third program code to generate a wrapper corresponding to a type of the different

type agent system based on the stored component data of the type in response to the request;

a fourth program code to generate a wrapped agent based on a component of the

wrapper ~~in the different type agent system through said external communication unit~~, the

wrapped agent having the agent state data;

a fifth program code to ~~supply the agent state data to the wrapped agent through said~~

~~external communication unit~~ send the wrapped agent to the different type agent system;

a sixth program code ~~to activate the wrapped agent in the different type agent system~~

~~through said external communication unit~~ for the wrapped agent to execute the agent state

data to use resources in the different type agent system;

a seventh program code for the wrapped agent to ~~execute the agent state data to use~~

~~resources in the different type agent system~~ return the agent state data based on an execution

result to the agent in the original agent system; and

an eighth program code for the agent to continually execute the agent state data based

on the execution result ~~of the wrapped agent~~ in the original agent system.